CG

Archmage

EPIC
264
POINTS

LEVEL (SAVE)
12

SPEED
F8

AC
23

HP
120

MELEE ATTACK
+10/+5 (10 magic)

TYPE: Humanoid (Human)

SPECIAL ABILITIES
Independent. Flight. Blindsight; Conceal 6; Quick Cast ❑❑ (Can cast 1 spell as a swift action); **Spell Penetration** (Roll twice to overcome Spell Resistance); **Spell Resistance**

SPELLS
4th—empowered *Melf's acid arrow* (unlimited uses) (sight; 20 acid damage, ignore Spell Resistance)
5th—hold monster ❑❑ (sight; Paralysis; DC 17), teleport ❑❑ (self and adjacent ally; place this creature in any space it can see at least part of and place that ally adjacent to it)
7th—*banishment* ❑❑ (range 6; destroy target Outsider or target summoned creature with 75 or fewer hp; DC 20), *finger of death* ❑ (range 6; destroy living creature, 25 damage instead on successful save; DC 19)

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Archmage: CG M Humanoid (Human) Wiz13/Acm3*

*Acm = archmage prestige class

Illus. Arnie Swekel

Aspect of Lolth

CE

EPIC 196 POINTS

LEVEL (SAVE) 15

SPEED 8

AC 23

HP 150

MELEE ATTACK
+21/+16 (15 magic + Virulent Poison)

TYPE
Large Outsider

SPECIAL ABILITIES
Blind-Fight
CG Foe (Damage +5 against CG enemies)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
LE Foe (Damage +5 against LE enemies)
LG Slayer (Damage +10 against LG enemies)
Melee Reach 3
Spell Resistance (May ignore spells unless the caster rolls 11+)
Virulent Poison (10 damage whenever poisoned creature activates; DC 20)
Wall Walker (This creature is considered to have Flight as long as it begins its move in a square bordered by a wall)

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Aspect of Lolth: LG Outsider

Illus. Des Hanley

Aspect of Nerull

LE

EPIC 210 POINTS

COMMANDER 2

LEVEL (SAVE) 12

SPEED 8

AC 23

HP 200

MELEE ATTACK
+20/+15 (15 magic)

TYPE: Large Outsider

COMMANDER EFFECT
Whenever a living creature within 6 squares is destroyed, this creature heals 10 hp.
WARBAND BUILDING: CE Undead are legal in your warband.

SPECIAL ABILITIES
Aura of Fear 5 (Enemies in squares threatened by this creature get morale save –5)
DR 5; **Fearless**
Immune Constitution Drain, Level Drain, Life Drain
Melee Reach 2
Steal Soul (Destroy a living enemy with 10 or fewer hit points that activates adjacent to this creature; DC 20)
Unholy Healing (Negative damage heals this creature instead of damaging it)
Vicious Attack (Triple damage instead of double on a critical hit)

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Aspect of Nerull: NE L Outsider (Evil, Extraplanar)

58

Capricious Copper Dragon

LEVEL 13

AC 26

DEF 24

SPEED F9

HP 80

ATTACK ACTIONS

Acidic Bite: +18 vs AC; 15 + 10 acid Damage

❑ **Acidic Breath:** (line 12) +15 vs DEF (Fort); 20 acid Damage; RECHARGE when first Bloodied

Draconic Fury: 2 attacks, +16 vs AC each; 15 Damage each

Slowing Breath: (large cone) +15 vs DEF (Fort); Slowed (save ends)

ABILITIES

Dragon

Flight

Immune Acid

SPECIAL POWERS

Hoardkeeper 10: While this creature occupies one of your victory areas, you score +10 VP for each enemy destroyed.

Multiple Threats: Enemies adjacent to this creature grant combat advantage to this creature's allies.

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Capricious Copper Dragon

Illus. Jim Nelson

DDC Promotional Card

LE

Dread Wraith

EPIC
186
POINTS

LEVEL (SAVE)
10

SPEED
F8

AC
24

HP
105

MELEE ATTACK
+21/+21
(20 magic/20 magic + Constitution Drain)

TYPE
Large Undead

SPECIAL ABILITIES
Flight
Incorporeal
Undead Traits
Constitution Drain +20 (Whenever this creature's melee attack deals damage to a living creature, the damaged creature must make a save, or it takes damage +20 and this creature gets +20 hp; DC 25)
Fearless
Melee Reach 2

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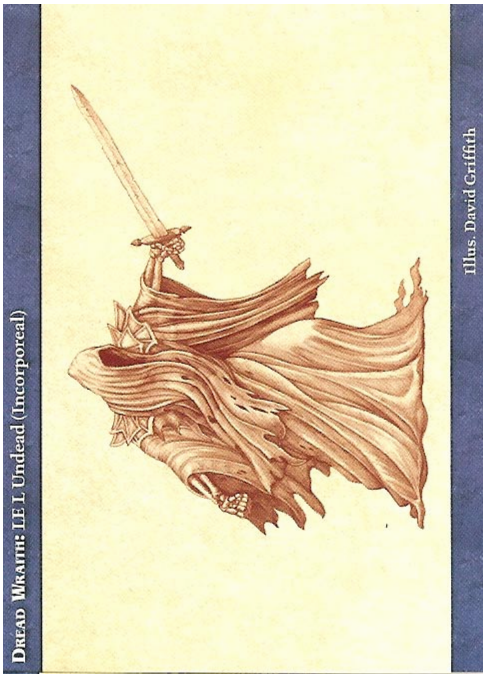

Dread Wraith: LE L Undead (Incorporeal)

Illus. David Griffith

CG

Drizzt, Drow Ranger

COMMANDER 5

EPIC 235 POINTS

LEVEL (SAVE) 13

SPEED 8

AC 23

HP 150

MELEE ATTACK
+19/+19/+14 (15 magic + 5 cold)

TYPE: Humanoid – Drow – Elf

COMMANDER EFFECT
Unique followers get attack +3, damage +5, and save +3.
WARBAND BUILDING: Unique LG creatures are legal in your warband.

SPECIAL ABILITIES
Unique (Only 1 creature whose name contains Drizzt in your warband)
Blind-Fight
Conceal 6
Dual Activation (Can take 2 turns in each round; each turn counts as 1 of your activations in that phase)
Keen Critical 18 (Scores critical hits on melee attack rolls of natural 18, 19, and 20)
Mobility (+4 AC against attacks of opportunity)
Orc Slayer (Damage +10 against Orc enemies)
Spell Resistance (May ignore spells unless the caster rolls 11+)

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Drizzt, Drow Ranger: CG M Humanoid (Elf) Ftr10/Bbn1/Rgr5

Illus. Des Hanley

32

Elf Conjurer

LEVEL 8

AC 20

DEF 18

SPEED F6

HP 55

ATTACK ACTIONS

Staff: +15 vs AC; 10 damage

Flaming Dagger: (range 12) +13 vs DEF (Fort); 5 + 10 fire Damage, 5 fire on miss

❑ **Kelgore's Fire Bolt:** (sight) +14 vs DEF (Ref); 30 fire Damage

❑ ❑ **Melf's Unicorn Arrow:** (sight) +13 vs DEF (Fort); 15 acid Damage AND push target 3 squares

ABILITIES

Elf • Arcane

Flight

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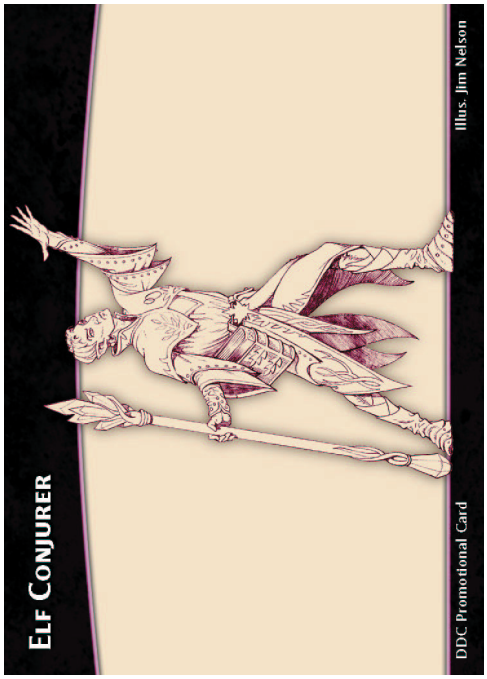

Elf Conjurer

Illus. Jim Nelson

DDC Promotional Card

28

Feral Troll

LEVEL 8

AC 20

DEF 18

SPEED 6

HP 65

ATTACK ACTIONS

Claw: +13 vs AC; 15 Damage

Rending Claws: 2 attacks against the same target, +11 vs AC; 10 Damage if 1 attack hits, 30 Damage if both hit

ABILITIES

Troll
Vulnerable 10 Fire
Reach 2

SPECIAL POWERS

❑ **Feral Regeneration 20:** Immediate, when this creature takes damage; heal 20 hp.

❑ **Feral Surge:** Use at start of this creature's turn; move this creature up to its Speed.

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Feral Troll

illus. Wayne England

DDC Promotional Card

CE

Frost Giant Jarl

EPIC 222 POINTS

COMMANDER 4

LEVEL (SAVE) 14

SPEED 8

AC 22

HP 250

MELEE ATTACK
+22/+17/+12
(30 + 10 cold)

TYPE
Large Giant

COMMANDER EFFECT
Followers get melee damage +10 against enemies with Immune Fire or Resist Fire.

SPECIAL ABILITIES
Cleave
Double Damage from Fire
Icequake ❑ (Swift: Other creatures within 2 squares take 30 cold damage and are stunned; DC 23)
Immune Cold
Melee Reach 2
Stunning Rend (If this creature hits 1 enemy with 2 or more of its melee attacks on the same turn, Stun that enemy; DC 23)

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Frost Giant Jarl: CE L Giant (Cold) Ftr8

Illus. Jeffrey Carlisle

CE

Githyanki Dragon Knight

EPIC
211
POINTS

LEVEL (SAVE)
13

SPEED
F8

AC
23

HP
205

MELEE ATTACK
+17/+17 (30 magic)

TYPE
Large Mounted Outsider – Dragon

SPECIAL ABILITIES
Flight
Breath Weapon ❑❑ (Replaces attacks: cone; 30 fire damage; DC 19)
Double Damage from Cold
Immune Fire, Paralysis, Sleep
Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)
Smite +15 ❑❑ (Melee damage +15)
Sneak Attack +10
Spell Resistance (May ignore spells unless the caster rolls 11+)

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Githyanki Dragon Knight: CE M Humanoid (Extraplanar) Ftr6/Blk3

Illus. Steve Prescott

Golden Protector

LG

Epic 141 points

LEVEL (SAVE) 10

SPEED F6

AC 23

HP 125

MELEE ATTACK
+19/+19 (25)

TYPE: Large Dragon

SPECIAL ABILITIES

Flight; Aura of Protectionfrom Evil (This creature and adjacent allies get +2 AC against evil creatures)

Breath Weapon ❑ (Replaces attacks: cone; 25 fire damage; DC 21); **DR** 10; **Pounce** (This creature can use all its melee attacks when charging); **Resist** 10 **Acid, Cold, Electricity; Spell Resistance**

SPELLS: 3rd—*swift cure serious wounds* ❑❑ (swift:touch; heal 20 hp); 4th—*dismissal* ❑ (range 6; destroy target Outsider or target summoned creature with 50 or fewer hp; DC20), *holy smite* ❑ (sight; radius 4; 20 damage to evil creatures **or** 25 damage to evil Outsiders; DC 16), *neutralize poison* ❑ (touch; remove Poison, and target creature gains Immune Poison)

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Golden Protector: LG L Dragon (Aug Magical Beast, Extraplanar)

Illus. Jim Nelson

CG

Guenhwyvar

EPIC
141
POINTS

LEVEL (SAVE)
10

SPEED
10

AC
20

HP
140

MELEE ATTACK
+20/+15/+15 (15 magic)

TYPE
Magical Beast

SPECIAL ABILITIES
Unique (Only 1 creature whose name contains Guenhwyvar in your warband)
Bodyguard (If an adjacent creature in your warband would take damage from an attack, this creature can take the damage instead)
Conceal 11
Devoted (If this creature sets up adjacent to a creature whose name contains Drizzt at the start of a skirmish, it has Fearless for that skirmish)
Hide
Pounce (This creature can use all its melee attacks when charging)

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Guenhwyvar: N M Magical Beast

Illus. Jim Nelson

CG

Hierophant of the Seventh Wind

EPIC 195 POINTS

COMMANDER 4

LEVEL (SAVE) 12

SPEED F8

AC 16

HP 145

MELEE ATTACK
+14/+14/+12 (15 magic)

TYPE: Humanoid – Human

COMMANDER EFFECT
Each follower that hits 1 enemy with 2 or more of its melee attacks on the same turn gets damage +10 to the second attack.
Warband Building: Elementals and Magical Beasts of any alignment are legal in your warband.

SPECIAL ABILITIES
Flight. Beastmaster 20; **Elemental Master** 20 (As Beastmaster, but Elementals only); **Bear Form** ❑ (Swift: Attack +4, damage +10; cannot cast spells. These effects last until this creature ends them as a swift action.)
Nature's Loyalty (Animal, Elemental, and Magical beast followers within line of sight get morale save +4)
Rend +20

SPELLS
5th—*heal animal* ❑ (touch; remove all damage and remove Paralysis, Poison, and Stun from target Animal or Magical Beast); 4th—*spark of life* ❑ (sight; target creature loses Undead Traits and Construct Traits, ignore Spell Resistance; DC 18); 3rd—*legion's magic fang* ❑ (your warband; attack +1, Animal or Magical Beast only, ignore DR); 2nd—*binding winds* ❑❑ (sight; Entangle; DC 20)

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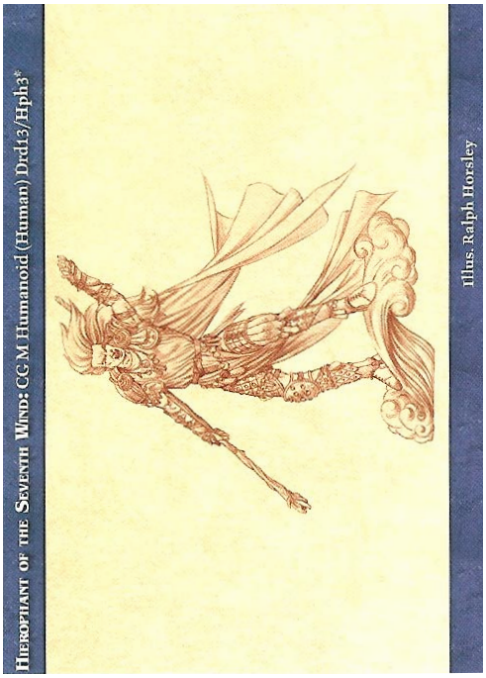

Hierophant of the Seventh Wind: CG M Humanoid (Human) Drd13/Hph3*

Illus. Ralph Horsley

Kolyarut

LG

EPIC
220
POINTS

LEVEL (SAVE)
13

SPEED
6

AC
26

HP
150

MELEE ATTACK
+18/+13 (20 magic + Life Drain)

TYPE: Construct

SPECIAL ABILITIES
Construct Traits
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Enervation Ray (Unlimited uses) (Replaces attacks: sight; attack –2 and save –2)
Fearless
Life Drain 20 (If target is a living creature, this creature gets +20 hp [maximum 150 hp])
Spell Resistance (May ignore spells unless the caster rolls 11+)

SPELLS
5th—*hold monster* ❑ (sight; Paralysis; DC 17)
4th—*mark of justice* ❑ (touch; creature can only move; save negates only if made in a victory area at the end of one of the affected creature's turns; DC 20)

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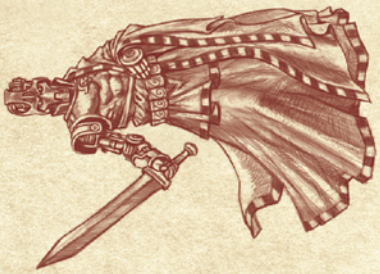
Kolyarut: LN M Construct (Extraplanar, Lawful)



Illus. Des Hanley

LE

Lord of Blades

COMMANDER 1

EPIC 260 POINTS

LEVEL (SAVE) 12

SPEED 4

AC 24

HP 140

MELEE ATTACK
+18/+18 (20 magic)

RANGED ATTACK
+16/+11 (10 magic)

TYPE: Construct – Living Construct

COMMANDER EFFECT: Constructs and Living Constructs gain Powerful Charge +10. Living Constructs also gain Fearless.

WARBAND BUILDING: Living constructs of any faction are legal in your warband.

SPECIAL ABILITIES: **Cleave**; **Extended Charge** +2 (Speed +2 when charging); **Fearless**; **Humanoid Slayer** +10 (Melee damage +10 against Humanoid enemies); **Living Construct** (Has only Immune Level Drain, Paralysis, Poison, Sleep); **Powerful Charge** +20 (Melee damage +20 when charging); **Reinforced** 5 (Takes 5 less damage from melee and ranged attacks); **Resist** 10 Fire

SPELLS: 4th—*repair critical damage* ❑ (touch; remove 30 damage, Constructs and Living Constructs only, ignore Spell Resistance); 2nd—*bane weapon augmentation* ❑❑ (touch; choose ranged attacks or melee attacks and a creature type; damage +10 with the chosen attack against the chosen creature type)

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Lord of Blades: LE M Construct (Living Construct) Ftr2/Art5*/Jug5*

* Eberron™ Campaign Setting: *Art = artificer class, Jug = warforged juggernaut prestige class*

Illus. Thomas M. Baxa

LE

Lord Soth

COMMANDER 6

EPIC
244
POINTS

LEVEL (SAVE)
13

SPEED
4

AC
25

HP
175

MELEE ATTACK
+22/+17 (25 magic)

TYPE
Undead

COMMANDER EFFECT
Each follower that causes an enemy to rout with a melee attack can make an immediate attack of opportunity against that routing enemy. If that attack hits, that enemy is eliminated.

SPECIAL ABILITIES
Unique
Aura of Fear 3 (Enemies in squares threatened by this creature get morale save –3)
Blindsight; Cleave
DR 5
Epic Abyssal Blast ❑ (Replaces attacks: sight; radius 4; 60 fire damage; DC 21)
Immune Cold, Electricity
Spell Resistance

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Lord Soth: LE M Undead (Aug Hum [Human])

LE

Mind Flayer Lich

EPIC
191
POINTS

LEVEL (SAVE)
12

SPEED
6

AC
24

HP
160

MELEE ATTACK
+19/+19 (10 magic + Paralysis)

TYPE: Undead – Aberration

SPECIAL ABILITIES
Undead Traits; Fearless
Immune Cold, Electricity
Mind Blast (Replaces attacks: cone; Stun; DC 23)
Paralysis (DC 23)
Rend +25 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +25 to second attack)
Spell Resistance

SPELLS
8th—quickened *dimension door* ❑ (swift: place this creature in any square it can see at least part of); 5th—maximized *Melf's acid arrow* [q] (sight, 40 acid damage, ignore Spell Resistance); 4th—*Evard's black tentacles* ❑ (sight; radius 2; Entangle, ignore Spell Resistance; DC 19), maximized *magic missile* [unlimited] (sight; 25 damage, ignore Incorporeal)

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Mind Flayer Lich: LE M Undead (Aug Aberration) Wiz7

Illus. David Griffith

ANY

Mordenkainen the Mage

COMMANDER 3

EPIC 269 POINTS

LEVEL (SAVE) 15

SPEED F8

AC 25

HP 175

MELEE ATTACK
+10/+5 (10 magic)

TYPE: Humanoid – Human

COMMANDER EFFECT
Mordenkainen's Faithful Hound
(Enemies lose Conceal and take 5 magic damage whenever they activate).

SPECIAL ABILITIES
Unique. Independent. Flight. Immune Fire
Quick Cast ❑ (Cast 1 spell as a swift action)
Spell Penetration (Roll twice to overcome Spell Resistance); **Spell Resistance**

SPELLS
5th—*cone of cold* ❑❑ (cone; 30 cold damage; DC 17), maximized *Melf's acid arrow* ❑❑ (sight; 40 acid damage, ignore Spell Resistance)
6th—*chain lightning* ❑❑ (sight; radius 4; 40 electricity damage; DC 18)
7th—*Mordenkainen's sword* ❑❑ (range 6; 15 magic damage whenever target creature activates; can be cast multiple times on same creature)

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Mordenkainen the Mage: Humanoid (Human)

Illus. Steve Prescott

Mounted Paladin

LG

EPIC 226 POINTS

LEVEL (SAVE) 15

SPEED 10

AC 28

HP 160

MELEE ATTACK
+25/+20 (20 magic + 5 cold)

TYPE
Large Mounted Humanoid – Human

SPECIAL ABILITIES
Fearless
Lay on Hands 30 ❑ (Replaces attacks: touch; heal 30 hp)
Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)
Powerful Charge +20 (Melee damage +20 when charging)
Smite Evil +15 ❑❑ (Melee damage +15 against evil enemies)
Spell Resistance (May ignore spells unless the caster rolls 11+)
Turn Undead 10 ❑❑

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Mounted Paladin: LG M Humanoid (Human) Pal15

Illus. Des Hanley

42

Sahuagin Baron

LEVEL 9

AC 25

DEF 21

SPEED 6

HP 60

ATTACK ACTIONS

⊕ **Trident:** +14 vs AC; 15 Damage

ABILITIES

Sahuagin • Aquatic
Reach 2

SPECIAL POWERS

Bloodrage: +5 Damage while Bloodied.

❑ ❑ ⸸ **Claw Rake:** Immediate, when this creature hits with a ⊕ attack; +18 vs AC against the same creature; 10 Damage

CHAMPION 3

- Use at beginning of round. One Bloodied ally has +5 Damage on ⸸ attacks this round.
- Use when an ally is destroyed by a ⸸ attack. That ally can take an immediate ⊕ attack against the creature that destroyed it.

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Sahuagin Baron

35

Sphinx

LEVEL 9

AC 25

DEF 21

SPEED F7

HP 60

ATTACK ACTIONS

Claw: +14 vs AC; 15 Damage

❑ **Pounce:** Move up to this creature's speed and at least 2 squares and then attack 1 creature with 2 attacks; +10
Damage to second attack if both hit

❑ **Riddle of the Sphinx:** (range 10) +12 vs DEF (Will); Stunned (save ends)

ABILITIES

Magical Beast

Flight

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Sphinx

Illus. Jim Nelson

DDC Promotional Card

LG

Stone Giant Runecarver

EPIC
243
POINTS

LEVEL (SAVE)
14

SPEED
6

AC
25

HP
210

MELEE ATTACK
+21/+16 (30 magic +10 sonic)

RANGED ATTACK
+17 (25 magic + Stone Shards)

TYPE: Large Giant

SPECIAL ABILITIES

Melee Reach 2

Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus); **Stone Shards** (All creatures adjacent to an enemy hit by this attack take 10 magic damage)

SPELLS

7th—*symbol of stunning* ❑ (Place a counter in an adjacent square; on its turn, an enemy with 65 or fewer hp that moves into the counter's square or any square adjacent to the counter, or that activates within these squares, is stunned; DC 19, only one save is needed each turn), *symbol of weakness* ❑ (Place a counter in an adjacent square; on its turn, a living enemy with 90 or fewer hp that moves into the counter's square or any square adjacent to the counter, or that activates within these squares, gets attack –3 and damage –10 [minimum 5]; DC 19, only one save is needed each turn)

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Stone Giant Runecarver: NG L Giant (Earth)

Illus. Ron Spencer

CG

Storm Archer

EPIC 160 POINTS

LEVEL (SAVE) 10

SPEED 8

AC 23

HP 135

MELEE ATTACK
+19/+14 (10 magic + 5 electricity)

RANGED ATTACK
+23/+23/+18 (15 magic + 5 electricity + 5 sonic)

TYPE
Humanoid – Elf

SPECIAL ABILITIES

Coordinated Shot (This creature's ranged attacks ignore cover from its allies)

Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)

Selective Shot 2 (Can target each ranged attack against the nearest or second-nearest enemy)

Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity)

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Storm Archer: CG M Humanoid (Elf) Ftr1.6

Illus. Jim Nelson

36

Umber Hulk Delver

LEVEL 10

AC 25

DEF 22

SPEED 4

HP 70

ATTACK ACTIONS

Claw: +17 vs AC; 20 Damage

Confusing Gaze: (range 6) +13 vs DEF (Will); Confused (save ends); RECHARGE when this creature takes damage

ABILITIES

Magical Beast

Blindsight: Ignores Conceal; treats invisible creatures as visible.

Burrow; Reach 2

SPECIAL POWERS

Prey on the Weak-Minded: Use when a Confused enemy activates within Reach, this creature can make a attack against it.

❑ ❑ **Sapper:** Use when this creature enters a Large or smaller enemy's space; +13 vs DEF (Fort); Stunned

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Umber Hulk Delver

illus. Fred Hooper

DDC Promotional Card

CG

Virtuous Charger

EPIC
177
POINTS

LEVEL (SAVE)
11

SPEED
12

AC
21

HP
185

MELEE ATTACK
+19/+14
(20 magic/15 magic)

TYPE
Large Mounted Humanoid – Elf – Magical Beast

SPECIAL ABILITIES
Aura of Protection from Evil (This creature and adjacent creatures get +2 AC against evil creatures); **DR 5**; **Evil Foe** +5 (Damage +5 against evil creatures); **Immune Confusion, Dominate, Poison**; **Enhanced Mobility** 12 (This creature can move up to 12 squares on its turn and use all its melee attacks); **Skirmish Attack** +10 (Damage +10 if this creature has moved at least 2 squares this turn); **Resist 10 Acid, Cold, Electricity**; **Spell Resistance**; **Trample** 20 (Can move through 1 smaller enemy's space to deal 15 damage; DC 21)

SPELLS
4th—*holy smite* ❑ (sight; radius 4; 20 damage to evil creatures or 25 damage to evil Outsiders; DC 16); 3rd—*searing light* ❑❑ (sight; 10 damage, or 20 damage against Undead); 1st—*remove fear* ❑❑ (range 6; automatically rally routing creature)

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Virtuous Charger: CG M Humanoid (Elf) Ftr4

Illus. Ron Spencer

CE

Werewolf Lord

COMMANDER 2

EPIC
157
POINTS

LEVEL (SAVE)
12

SPEED
8

AC
23

HP
170

MELEE ATTACK
+20/+20/+18
(30/30/25 + Feral Bite)

TYPE: Large Humanoid – Human – Shapechanger

COMMANDER EFFECT
Animal and shapechanger followers gain Bloodlust (If its melee attack destroys a living enemy, this creature gains Fearless).
WARBAND BUILDING: Shapechangers of any faction are legal in your warband.

SPECIAL ABILITIES
Blind-Fight
Bloodlust (If its melee attack destroys a living enemy, this creature gains Fearless)
Cleave
Curse of Lycanthropy (Living creatures in your warband gain DR 5 [Takes 5 less damage from nonmagical melee and ranged attacks])
DR 10 (Takes 10 less damage from nonmagical melee and ranged attacks)
Feral Bite (Living target gains Wild; DC 20)
Improved Flanking (Melee attack +4 against flanked enemies instead of +2)

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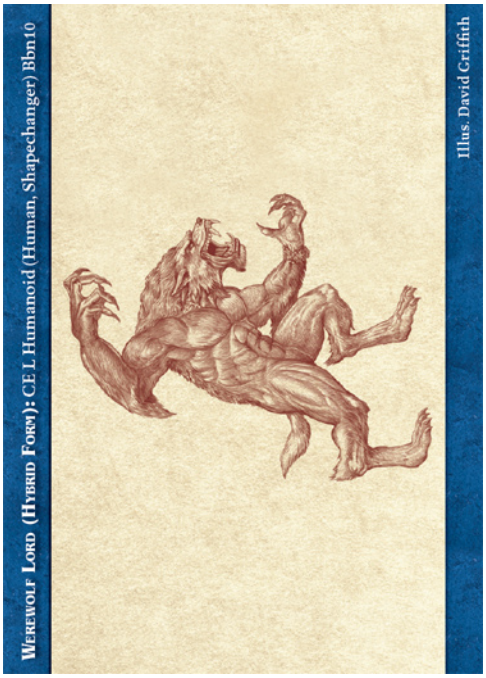

Werewolf Lord (Hybrid Form): CE L Humanoid (Human, Shapechanger) Bbn10

Illus. David Griffith

Wizard of Turmish

CG

EPIC 178 POINTS

LEVEL (SAVE) 14

SPEED F8

AC 23

HP 135

MELEE ATTACK
+16/+9 (10 magic)

TYPE
Humanoid – Human

SPECIAL ABILITIES
Flight; Cooperative Spellcasting (This creature's spell DCs increase by 1 for each adjacent allied spellcaster); **Devoted Familiar** ❑ (Immediate: When this creature takes damage that would destroy it, it takes no damage instead)

SPELLS
7th—*antimagic ray* ❑ (range 6; target loses ability to cast spells and psionics; DC 19), *ironguard* ❑ (touch; creature gains DR 10 [Takes 10 less damage from nonmagical melee and ranged attacks]); 6th—*greater anyspell* ❑❑ (cast any spell of 5th level or lower that an adjacent allied spellcaster can cast); 5th—*shroud of flame* ❑❑ (sight; 10 fire damage whenever target creature activates; DC 17); 1st—*backbiter* [unlimited] (range 6; creature makes an immediate melee attack against itself; DC 13)

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Wizard of Turmish: CN M Humanoid (Human) Wiz7